CLAIMS

Please amend the claims as listed below. The following listing of claims will re-
place all prior versions and listings of claims in the application.

1.   (Currently Amended) A method for tuning database objects, the method
comprising:

operating agent software on a database server computer system, said
agent software operative to collect and store performance data for a plurality of
database objects, wherein the performance data comprises a plurality of access
times, wherein each of the plurality of database objects comprises an aggrega-
tion of stored data;

correlating the access times to the database objects;

detecting a performance problem in the database server computer system
in response to the correlating;

identifying a problematic database object of the plurality of database ob-
jects using the performance data for the plurality of database objects, wherein
the problematic database object is related to the performance problem; and

tuning the problematic database object to improve performance of access
to the stored data in the database server computer system, [[and]]

wherein tuning the problematic database object to improve performance
of access to the stored data in the database server computer system comprises
moving the problematic database object from nonvolatile storage to volatile

storage for improved speed of access, creating a new access path to the prob-

lematic database object, and moving the problematic database object from

heavily loaded storage components to less loaded storage components.

2 – 4.   (Canceled)

5.   (Original) The method of claim 1 wherein the performance data comprises

an I/O wait.

6.   (Original) The method of claim 1 wherein the performance data comprises

an application lock wait.

7.   (Original) The method of claim 1 wherein the performance data comprises

a resource contention.

8.   (Original) The method of claim 1, further comprising:

correlating the collected performance data to specific database objects of the

plurality of database objects.

9.   (Currently Amended) A computer-readable storage medium comprising

program instructions, wherein the program instructions are computer-

executable to implement:

        collecting and storing performance data for a plurality of database ob-

jects in a database server computer system, wherein the performance data

comprises a plurality of access times, wherein each of the plurality of database

objects comprises an aggregation of stored data;

        correlating the access times to the database objects;

detecting a performance problem in the database server computer system in response to the correlating;

identifying a problematic database object of the plurality of database objects using the performance data for the plurality of database objects, wherein the problematic database object is related to the performance problem; and

tuning the problematic database object to improve performance of access to the stored data in the database server computer system; [[and]]

wherein tuning the problematic database object to improve performance of access to the stored data in the database server computer system comprises moving the problematic database object from nonvolatile storage to volatile storage for improved speed of access, creating a new access path to the problematic database object, and moving the problematic database object from heavily loaded storage components to less loaded storage components.

10.   (Previously Presented) The computer-readable storage medium of claim 9, wherein tuning the problematic database object to improve performance of access to the stored data in the database server computer system comprises moving the problematic database object from nonvolatile storage to volatile storage for improved speed of access.

11.   (Previously Presented) The computer-readable storage medium of claim 9, wherein tuning the problematic database object to improve performance of access to the stored data in the database server computer system comprises cre-

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ating a new access path to the problematic database object.

12. (Previously Presented) The computer-readable storage medium of claim 9, wherein tuning the problematic database object to improve performance of access to the stored data in the database server computer system comprises moving the problematic database object from heavily loaded storage components to less loaded storage components.

13. (Previously Presented) The computer-readable storage medium of claim 9, wherein the performance data comprises an UO wait.

14. (Previously Presented) The computer-readable storage medium of claim 9, wherein the performance data comprises an application lock wait.

15. (Previously Presented) The computer-readable storage medium of claim 9, wherein the performance data comprises a resource contention.

16. (Previously Presented) The computer-readable storage medium of claim 9, wherein the program instructions are further computer-executable to implement:

correlating the collected performance data to specific database objects of the plurality of database objects.

17. (Currently Amended) A performance management system, comprising:

a database server comprising a plurality of database objects, wherein each of the plurality of database objects comprises an aggregation of stored data; and

a performance warehouse which stores performance data for the plurality

of database objects, wherein the performance data comprises a plurality of access times;

at least one processor; and a memory coupled to the at least one processor, wherein the memory stores program instructions that are executable by the at least one processor to:

monitor data access times using a software agent operative to capture performance data for the database objects;

correlate performance data to the access times;

detect a performance problem in the database server in response to the correlation;

identify a problematic database object of the plurality of database objects using the performance data for the plurality of database objects, wherein the problematic database object is related to the performance problem; and

tune the problematic database object to improve performance of access to the stored data in the database server: [[and]]

wherein tuning the problematic database object to improve performance of access to the stored data in the database server computer system comprises moving the problematic database object from nonvolatile storage to volatile storage for improved speed of access, creating a new access path to the problematic database object, and moving the problematic database object from heavily loaded storage components to less loaded storage components.

18.   (Previously Presented) The performance management system of claim 17, wherein tuning the problematic database object to improve performance of access to the stored data in the database server comprises moving the problematic database object from nonvolatile storage to volatile storage for improved speed of access.

19.   (Previously Presented) The performance management system of claim 17, wherein tuning the problematic database object to improve performance of access to the stored data in the database server comprises creating a new access path to the problematic database object.

20.   (Previously Presented) The performance management system of claim 17, wherein tuning the problematic database object to improve performance of access to the stored data in the database server comprises moving the problematic database object from heavily loaded storage components to less loaded storage components.

21.   (Original) The performance management system of claim 17, wherein the performance data comprises an UO wait.

22.   (Original) The performance management system of claim 17, wherein the performance data comprises an application lock wait.

23.   (Original) The performance management system of claim 17, wherein the performance data comprises a resource contention.

24.   (Previously Presented) The performance management system of claim 17,

wherein the performance data is correlated to specific database objects of the plurality of database objects.

25. (Currently Amended) A system for tuning database objects, the system comprising:

means for collecting and storing performance data for a plurality of database objects in a database server computer system, wherein the performance data comprises a plurality of access times, wherein each of the plurality of database objects comprises an aggregation of stored data;

means for correlating said database objects to said access times;

means for detecting a performance problem in the database server computer system in response to said correlation;

means for identifying a problematic database object of the plurality of database objects using the performance data for the plurality of database objects, wherein the problematic database object is related to the performance problem; and

means for tuning the problematic database object to improve performance of access to the stored data in the database server computer system, and mean for

wherein tuning the problematic database object to improve performance of access to the stored data in the database server computer system comprises moving the problematic database object from nonvolatile storage to volatile storage for improved speed of access, creating a new access path

to the problematic database object, <u>and</u> moving the problematic database object from heavily loaded storage components to less loaded storage components.